

## 5 The Claims :

1. A method for exchange of data and user interface components over a network, the method including the steps of:
  - (a) enabling a first user to logon to a server;
  - 10 (b) enabling the first user to create a message containing a data object;
  - (c) receiving from the first user the message together with an identity of at least one second user to whom the message is to be sent;
  - (d) sending the message to the second user upon the second user logging on to the server; and
  - 15 (e) enabling both the first user and the second user to substantially simultaneously open and view the message including the data object.
2. A method for the exchange of data and user interface components over a network, the method including the steps of:
  - 20 (a) a first user logging on to a server;
  - (b) the first user preparing a message containing a data object;
  - (c) sending the message to the server for on sending to a second user such that both the first user and the second user can substantially simultaneously open and view the message including the data object.
- 25 3. A method for the exchange of data and user interface components over a network, the method including steps of:
  - (a) a second user logging on to a server;
  - (b) the second user receiving from the server a message sent to the second user by the first user, the message containing a data object;
  - 30 (c) the second user opening and viewing the message including the data object for substantially simultaneously viewing with the first user.
- 35 4. A method as claimed in claim 1, wherein the data object includes all data needed to parameterize a graphical component of the user interface such that the second

5 user can recreate the graphical component, the data object also being a component  
of the user interface.

5. A method as claimed in claim 4, wherein both the first user and the second user can deal with the data object in real time such that both the first user and the second user can view the result of the dealing, the dealing with the data object being one or more selected from the group consisting of: highlighting, amending, deleting, and changing presentation as by text size, colour, font, and so forth.

6. A method as claimed in claim 1, wherein at login the first user provides a first user identifier, the first user identifier being included in the message together with a second user identifier of the second user, the first user and the second user both being registered with the server.

7. A method as claimed in claim 6, wherein the second user is a plurality of users.

8. A method as claimed in claim 1, wherein to send the message the first user drags and drops the message onto a transfer area of a graphic user interface whereupon the message is sent to the server.

25 9. A method as claimed in claim 6, wherein the message can be in one or more of a plurality of categories, the first user and the second user specifying those categories of messages they wish to receive when registering with the sever, the server maintaining a list of all categories and, before sending the message to the second user, ensures it is of a category which the second user will receive, the  
30 message including at least one category into which the message can be classified.

10. A method as claimed in claim 2, wherein the data object includes all data needed to parameterize a graphical component of the user interface such that the second

- 5 user can recreate the graphical component, the data object also being a component of the user interface.
11. A method as claimed in claim 10, wherein both the first user and the second user can deal with the data object in real time such that both the first user and the  
10 second user can view the result of the dealing, the dealing with the data object being one or more selected from the group consisting of: highlighting, amending, deleting, and changing presentation as by text size, colour, font, and so forth.
12. A method as claimed in claim 2, wherein at login the first user provides a first  
15 user identifier, the first user identifier being included in the message together with a second user identifier of the second user, the first user and the second user both being registered with the server.
13. A method as claimed in claim 12, wherein the second user is a plurality of users.  
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14. A method as claimed in claim 2, wherein to send the message the first user drags and drops the message onto a transfer area of a graphic user interface whereupon the message is sent to the server.
- 25 15. A method as claimed in claim 12, wherein the message can be in one or more of a plurality of categories, the first user and the second user specifying those categories of messages they wish to receive when registering with the sever, the server maintaining a list of all categories and, before sending the message to the second user, ensures it is of a category which the second user will receive, the  
30 message including at least one category into which the message can be classified.
16. A method as claimed in claim 3, wherein the data object includes all data needed to parameterize a graphical component of the user interface such that the second user can recreate the graphical component, the data object also being a component  
35 of the user interface.

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17. A method as claimed in claim 16, wherein both the first user and the second user can deal with the data object in real time such that both the first user and the second user can view the result of the dealing, the dealing with the data object being one or more selected from the group consisting of: highlighting, amending, deleting, and changing presentation as by text size, colour, font, and so forth.

18. A method as claimed in claim 3, wherein at login the first user provides a first user identifier, the first user identifier being included in the message together with a second user identifier of the second user, the first user and the second user both being registered with the server.

19. A method as claimed claim 18, wherein the second user is a plurality of users.

20. A method as claimed in claim 3, wherein to send the message the first user drags and drops the message onto a transfer area of a graphic user interface whereupon the message is sent to the server.

21. A method as claimed in claim 18, wherein the message can be in one or more of a plurality of categories, the first user and the second user specifying those categories of messages they wish to receive when registering with the sever, the server maintaining a list of all categories and, before sending the message to the second user, ensures it is of a category which the second user will receive, the message including at least one category into which the message can be classified.

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